

August 20, 2003

File 16:Gale Group PROMT(R) 1990-2003/Aug 19  
(c) 2003 The Gale Group  
File 160:Gale Group PROMT(R) 1972-1989  
(c) 1999 The Gale Group  
File 148:Gale Group Trade & Industry DB 1976-2003/Aug 19  
(c)2003 The Gale Group  
File 621:Gale Group New Prod.Annou.(R) 1985-2003/Aug 19  
(c) 2003 The Gale Group  
File 636:Gale Group Newsletter DB(TM) 1987-2003/Aug 19  
(c) 2003 The Gale Group  
File 88:Gale Group Business A.R.T.S. 1976-2003/Aug 19  
(c) 2003 The Gale Group  
File 47:Gale Group Magazine DB(TM) 1959-2003/Aug 11  
(c) 2003 The Gale group  
File 275:Gale Group Computer DB(TM) 1983-2003/Aug 19  
(c) 2003 The Gale Group  
File 570:Gale Group MARS(R) 1984-2003/Aug 19  
(c) 2003 The Gale Group

Set	Items	Description
S1	472880	TELEPRESENCE? OR (VIRTUAL? OR ARTIFICIAL OR AUGMENT?) ( ) (ENGINEERING OR ENVIRONMENT? OR TOOL? OR WORLD?) OR VIR OR VR OR VRML OR AR OR SIMULATOR OR SIMULATION OR CAVE OR STEREOSCOP? - OR TELEROBOT? OR UT
S2	7913055	INTERNET? OR INTRANET? OR EXTRANET? OR WEB OR WEBSITE? OR - WEBPAGE? OR NET OR PORTAL? OR CYBERSPACE?
S3	8517906	TELEOPERAT? OR OPERATOR? OR USER? OR PATRON? OR M?N OR WOM-?N OR ENDUSER? OR CLIENT?
S4	62937	HEADSET? OR HEAD( )MOUNTED( )DISPLAY OR HMD OR HEAD( ) (SET? OR TRACK?) OR HELMET?
S5	12061356	CONTROL? OR MANIPULAT? OR GOVERN? OR MASTER? OR COMMAND? OR AUTHORITY OR DOMINAT? OR RULE? OR REIGN? OR HANDL?
S6	8616511	MOVE? OR MOVING OR ACTIV? OR 6DOF OR 3DOF OR (SIX OR 6 OR - THREE OR 3) ( )DEGREES( )OF( )FREEDOM OR ROTAT? OR MANEUVER?
S7	2488644	ELSEWHERE OR ELSE( )WHERE OR REMOTE OR APART OR DISTANT OR - FAR( )OFF OR FAR( )AWAY OR OFF( )LYING OR OFF( )SITE? OR OFFSITE? OR OUT( )LYING OR REMOVED OR (ANOTHER OR OTHER OR DIFFERENT) (2- W) (LOCATION? OR SITE? OR PLACE?) OR OUTLYING
S8	53	S1(S)S2(S)S3(S)S4
S9	6	S8(S)S7
S10	5	RD (unique items)
S11	519376	S3(5N)S5
S12	52	S11(S)S4(S)S1
S13	5	S12(S)S2
S14	5	S13 NOT S10
S15	3	RD (unique items)
S16	1792300	BROADCAST?
S17	8344	S16(5N)S7
S18	1	S17(S)S1(S)S3
S19	1	S18 AND S5
S20	1	RD (unique items)
S21	1	S19 NOT (S10 OR S14)
S22	5	S1(S)S2(S)S4(S)S6(S)S7
S23	4	RD (unique items)
S24	1	S23 NOT (S21 OR S10 OR S14)
S25	319101	S5(3N)S6
S26	403	S25(S)S2(S)S1
S27	2	S26(S)S4
S28	170	S26(S)S3
S29	108	RD (unique items)
S30	17	S29 AND PY=1998:2003
S31	91	S29 NOT S30
S32	90	S31 NOT (S21 OR S10 OR S14)
S33	0	S8(S)S16
S34	158	S1(S)S2(S)S4

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S35	53	S34(S)S8
S36	33	RD (unique items)
S37	25	S36 NOT (S21 OR S10 OR S14)
S38	10	AU=(MAGUIRE, F? OR MAGUIRE F?)
S39	0	S38(S)S1
S40	5	S32/TI,AB,DE
S41	5	S40 NOT (S21 OR S10 OR S14)
S42	1627	TELEPRESENCE?
S43	1077	S2(S)S3(S)S4
S44	2	S42(S)S43
S45	0	S44 NOT (S41 OR S10 OR S14 OR S21)

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10/3,K/1 (Item 1 from file: 148)  
DIALOG(R)File 148:Gale Group Trade & Industry DB  
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11602254 SUPPLIER NUMBER: 58267082 (USE FORMAT 7 OR 9 FOR FULL TEXT)  
**DEALERNEWS BUYER'S GUIDE 2000 : ALPHABETICAL LISTINGS.**  
Dealernews, 35, 13, 64  
Dec, 1999  
LANGUAGE: English RECORD TYPE: Fulltext  
WORD COUNT: 88382 LINE COUNT: 06940

... John L Weigel AMERICAN SUNDIRO INC - M 1310 S Elmira Ave PO Box  
3035 Russellville AR 72811 501-968-6416 888-431-5666 FAX: 501-967-6498  
E-mail: sundiro@cei...4 Annual sales: \$5,000,000 Number of Employees: 10  
Distribution: Distribute own products ARAI **HELMET** LTD - M PO Box 9485  
Daytona FL 32120 904-253-5100 FAX: 904-253-7128...

...Roger Weston Years in Business: 17 Number of Employees: 4 Brand Name of  
Products: Arai **Helmets** Branches: ARAI Racing Service Granite Bay CA 95746  
916-780-3046, FAX: 916-780-3047...

...399 Hegins PA 17938 570-682-8001, FAX: 570-682-8002 Distribution:  
American Honda Desert **Helmet** Distributing J & D Walter Distributing Sammy  
Tanner Distributing Tucker Rocky Distributing Distributors ARCO STARTING &  
CHARGING...Sports Inc 208-376-8400 Distributors ATK AMERICA INC - O 1164 W  
850 N Centerville UT 84014 801-298-8288 800-ATK-8724 FAX: 801-299-0710  
E-mail: info@atkusa...

...28 HATV SPORT (See: Ehlert Publishing Group) ATV Stuff INC - x PO Box  
661 Richfield UT 84701 888-238-0290 FAX: 435-896-1876 Email:  
service@atvstuff.com www.atvstuff.com...

...Caledonia WI 53108 414-835-9880 800-360-1955 FAX: 414-835-9883 E-mail:  
**offsite** @clmail.com www.auto-gem.com Key Contact: Ann Hinderholtz Years in  
Business: 4 Number...

...Blvd Oceanside CA 92056 760-732-3161 FAX: 760-732-3186 E-mail:  
ftmbiz@pacbell.net www.ftmbiz.com Key Contact: Leslie Sowden Years in  
Business: 21 Number of Employees: 8...Stuff Parts Unlimited Performance  
Tire Tucker Rocky Distributors HAXCALIBER (See: Lone Star Racing) HAXO  
(See: **Helmet** House) AXO USA - M PO Box 470 Agoura Hills CA 91376-0470  
877-296-2962...

...50317 515-243-2518 800-704-3201 FAX: 515-243-0244 E-mail:  
realpowr@netins.net www.prostreetpower.com Key Contact: Steve McAndrews,  
Ron Dickey Years in Business: 27 Annual sales...

...3487 626-967-4167 E-mail: sales@azusaeng.com www.azusaeng.com Key  
Contact: Tom **Patronite** Years in Business: 40 Distribution: Dealer direct  
B  
B & H SPECIALTIES - X 1208 Simpson Dr...

10/3,K/2 (Item 2 from file: 148)  
DIALOG(R)File 148:Gale Group Trade & Industry DB  
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10279982 SUPPLIER NUMBER: 20833820 (USE FORMAT 7 OR 9 FOR FULL TEXT)  
**Japanese team puts users on tilting aluminum disk -- Surfboard interface  
rides Net waves. (NTT Human Interface Laboratories develops a motion  
interface using a tilting aluminum disk that users stand on, shifting  
their weight to move an avatar in one direction or another) (Company  
Business and Marketing)**  
Lieberman, David  
Electronic Engineering Times, n1013, p52(1)  
June 22, 1998

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ISSN: 0192-1541      LANGUAGE: English      RECORD TYPE: Fulltext  
WORD COUNT: 825      LINE COUNT: 00067

... respectively," Kobayashi said.

The NTT system, which the team calls a "real-scale interface for cyberspace," uses a stereographic head-mounted display (HMD) for video input. A bidirectional interface between the HMD and graphics computer lets the user's perspective on the virtual environment change to match his head movements. This creates "an immersive cyberspace where users can have a natural sense of space and can communicate with others in a natural way," according to Kobayashi. With CRT-and-mouse interfaces, by contrast, "users have to stand apart from the others to view all the participants in the conversation . . . and tend to feel...

10/3,K/3      (Item 3 from file: 148)  
DIALOG(R)File 148:Gale Group Trade & Industry DB  
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06515890      SUPPLIER NUMBER: 14034564      (USE FORMAT 7 OR 9 FOR FULL TEXT)  
**Computer equipment and software. (Industry Overview)**  
Miles, Tim; Streeter, Jonathan; Hoffman, Heidi M.; Woods, R. Clay;  
Spathopoulos, Vivian; Swann, Vera A.; Smolenski, Mary; Kadar, Victoria A.  
U.S. Industrial Outlook, p26-1(38)  
Annual, 1993  
DOCUMENT TYPE: Industry Overview      ISSN: 0083-1344      LANGUAGE:  
ENGLISH      RECORD TYPE: FULLTEXT  
WORD COUNT: 35962      LINE COUNT: 03042

... digital network (ISDN) to computers in the home, school, and workplace.

Research and development on user interfaces will bring substantial improvements in pen-based computing and broaden use of computers as...

...patterns may lead to computers that accept voice input, and provide machine responses. Virtual reality (VR), or cyberspace technology may also become more well developed. In VR, a human being uses a helmet with a visor display and head phones, a fiber-optic glove, and sensors to interact on a real-time basis with a three-dimensional, computer-generated imaginary world. Apart from use for combat simulations and planning, potential commercial applications of VR systems in the future may include stock market analysis and trading, automobile design and crash testing, architectural design, and surgical simulation.

Progress in areas of artificial intelligence such as fuzzy logic, expert systems, and neural computing...

10/3,K/4      (Item 1 from file: 636)  
DIALOG(R)File 636:Gale Group Newsletter DB(TM)  
(c) 2003 The Gale Group. All rts. reserv.

01663363      Supplier Number: 42634317      (USE FORMAT 7 FOR FULLTEXT)  
**FINANCIAL APPLICATIONS OF VIRTUAL REALITY**  
Financial Technology Insight, pN/A  
Jan, 1992  
Language: English      Record Type: Fulltext  
Document Type: Newsletter; Trade  
Word Count: 2348

... trends at their earliest stage."

Virtual reality creates the illusion of being immersed in an artificial world, or of being present in a remote location in the physical world. For state-of-the-art VR, one must be able to move around in a computer-generated environment and interact with it. This new world is known as 'cyberspace', a term coined by science-fiction writer William

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Gibson in his novel Neuromancer, in which the journey into **cyberspace** is imagined as a globally-lined, computer-borne, 'consensual hallucination'. To enter **cyberspace**, a person needs three pieces of equipment: a **head-mounted display (HMD)**, which is made up from two miniature television screens mounted in a **headset**, which provides the wearer with a three-dimensional view of an imaginary world; a glove...  
...world; and a set of computers calculating the space coordinates for each particle of the **virtual world**, at about 32 million commands per second. If the **HMD** and gloves are linked not to a computer model but to a robot that has two eyes, located as far **apart** from one another as human eyes, a neck which can move like a human neck, ears containing microphones and a hand-like gripping device, the system is known as a **teleoperator** or **telerobotic** system. Virtual reality took off in 1983 at a meeting of people who use personal...

...play 'air guitar' in which by wearing a glove hooked up to a synthesizer, the **user** could create a series of notes by stroking the air. They joined up forces and...

...three dimensional computer graphic models. VPL also started working on a commercial version of the **HMD**, which made it possible for people to be totally immersed in a **virtual world**, eliminating the separation between human and computer.

VPL was the first company to take a...

10/3,K/5 (Item 1 from file: 88)  
DIALOG(R)File 88:Gale Group Business A.R.T.S.  
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02448733 SUPPLIER NUMBER: 09105951  
**Travels in virtual reality. (computer cyber space)**  
Rheingold, Howard  
Whole Earth Review, n67, p80(8)  
Summer, 1990  
ISSN: 0749-5056 LANGUAGE: English RECORD TYPE: Fulltext  
WORD COUNT: 5677 LINE COUNT: 00443

TEXT:

...world, is the source of the conversion experience. And that sense of actually being in **another place** - cyberspace - can be enhanced by the proper use of sound, kinesthetic, and tactile feedback. Conversion... specialists converted the floor plans into a cyberspace that could be "walked through" with a **head-mounted display** and treadmill. Those who were going to use the building discovered that two walls in...  
... of tactile and kinesthetic force-feedback is perhaps the most leading-edge front of the **VR** revolution, since so much more is known about visual and auditory perception than about tactile...

...and how can they be simulated? Margaret's specific project involved building a virtual texture **simulator** that would allow her to attempt to replicate the research of a psychophysicologist studying human...

...how I thought about it, I could move my sense of presence from one to **another** of those **locations**. Given visual and auditory cues, I could see that this sense of physical presence could...

...be very helpful in trying to fit two pieces of machinery together in space, via **teleoperators** ators. Imagine trying to put a key in an unfamiliar lock in the dark. Imagine...

...for feeling spaces that do or do not exist is another big open question. HOMEBREW **VR** JUST CAME BACK from a nifty little ride in one of the first, if not the actual first ever homebrew **cyberspace**. It was assembled from absolute scratch in one month flat. A little more than 30...

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...ago, Eric Gullichsen and Pat Gelband left Autodesk, where they had been working on the **cyberspace** project, to start their own company, Sense8. The system they put together is crude, experientially...

...position-sensing system (easily the most expensive part of the apparatus) and built their own **head - mounted display** from more or less the same off-the-shelf parts that were used at NASA...

...The glove is very helpful in establishing your sense of presence and orientation in a **virtual world**, but the technology right now is nowhere near as finely tuned as the orb; it...

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24/3,K/1 (Item 1 from file: 275)  
DIALOG(R)File 275:Gale Group Computer DB(TM)  
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02202884 SUPPLIER NUMBER: 20918517 (USE FORMAT 7 OR 9 FOR FULL TEXT)  
**Headsets to the test. (includes related article listing headset distributors  
and manufacturers) (Buyers Guide)**  
Rowland, Elaine; Whitehead, Ingrid  
Teleconnect, v16, n7, p30(6)  
July, 1998  
DOCUMENT TYPE: Buyers Guide ISSN: 0740-9354 LANGUAGE: English  
RECORD TYPE: Fulltext; Abstract  
WORD COUNT: 4011 LINE COUNT: 00322

... Itasca, IL -- 630-250-5100/www.emkayproducts.com) manufactures  
lapel microphones, battery adapters, custom design **remote** controls, as  
well as **headsets** -- both wired and wireless. The company's **headsets**  
include two lines for computer/ **Internet** telephony and speech recognition  
-- the High Performance line (including the **VR** -3565 for \$59.95 and the  
**VR** -3185 for \$49.95) and the Value line (the **VR** -3264 for \$29.95 and the  
**VR** -3310 for \$19.95). The High Performance **headsets** include a  
close-talking microphone and patented earloop that fits over your ear, and  
sits so that you don't need an earpad. The microphone boom **rotates**, so  
you can use the **headset** on either ear, on just about anybody's head, The  
CM miniature speaker earpiece has...  
...output, as well as tailored bandwidth and built-in static protection.  
Emkay's more basic **headset**, the Value line, has an earpad and an  
adjustable plastic headband. It grabs your head...

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37/3,K/1 (Item 1 from file: 16)  
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10298528 Supplier Number: 98485460 (USE FORMAT 7 FOR FULLTEXT)  
**Over One Million Consumers Join Forces With SOCOM: U.S. Navy SEALs**  
**Extending The Popularity of PlayStation(R)2 Online Gaming; First-Ever**  
**Console Online Military Shooter Reaches Unprecedented Sales Figures in**  
**Six Months; Killer Application Leads Consumers Online via PlayStation 2.**  
PR Newswire, pSFF03107032003  
March 7, 2003  
Language: English Record Type: Fulltext  
Document Type: Newswire; Trade  
Word Count: 789

... and Sony Computer Entertainment America's Foster City studio,  
SOCOM: U.S. Navy SEALs allows **users** to experience realistic intense,  
military team combat action by becoming an elite SEAL commander trained...

...players and artificial intelligence using voice-recognition technology  
through the use of the SOCOM USB **headset** over the **Internet**, as well as  
in offline gampelay. Gamers can experience the technological capabilities  
of PlayStation 2 by playing in a thrilling **simulation** of the U.S. Navy  
SEAL experience, through revolutionary voice-chat technology in both on...

37/3,K/2 (Item 2 from file: 16)  
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05348308 Supplier Number: 48135673 (USE FORMAT 7 FOR FULLTEXT)  
**SUPERSCAPE WINS NEC DEAL THAT IT HOPES SIGNALS RECOVERY**  
Computergram International, pN/A  
Nov 21, 1997  
Language: English Record Type: Fulltext  
Document Type: Newswire; Trade  
Word Count: 251

(USE FORMAT 7 FOR FULLTEXT)  
TEXT:  
UK virtual reality software company Superscape VR plc signed an agreement  
with the Japanese division of NEC Corp earlier this month, to... .

...in the Japanese market is designed to be used on a personal computer by  
home **users**, enabling the creation of **virtual environments** and three  
dimensional **web** pages, as well as animation and still imaging. NEC  
intends to sell the product mainly via the **internet**, but there plans to  
stock it in shops as well, either way 3D Planner will...

...000 yen (about \$80). The agreement also covers a licensing arrangement  
for Superscape's 3D **web** browser, Viscap, a plug-in for Netscape and  
**Internet Explorer** enabling content created in Do 3D to be viewed on the  
**web**. This is the second agreement Superscape has struck involving Do 3D,  
having signed a 400...

...cards. Superscape is currently struggling through a period of major  
losses as it refocuses towards **internet** and **web**-based products, away  
from its traditional goggles and **headset** virtual reality products. Losses  
nearly doubled for its full year ending July 31 1997, when...

37/3,K/3 (Item 3 from file: 16)  
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05321972 Supplier Number: 48100818 (USE FORMAT 7 FOR FULLTEXT)  
**Virtually Superior -- Virtual reality isn't just fun and games-it's making  
doing business easier, too**  
Adhikari, Richard  
InformationWeek, p91  
Nov 3, 1997  
Language: English Record Type: Fulltext  
Document Type: Magazine/Journal; Tabloid; General Trade  
Word Count: 1392

... 2.0 standard.  
Completed in May, VRWorld is built around the metaphor of a spaceship.  
**Users** don a **VR helmet** and see themselves in a representation of the  
lab, called the Cyber Shop. From the virtual Cyber Shop, **users** go through  
a sliding door into various rooms of a spaceship. Each room has a honeycomb  
of **Web** pages. To access a **Web** page, the **user** fires a laser at it. En  
route to the rooms, **users** encounter robots, which they can also shoot at.  
If both **VR** workstations are being used at the same time, the **users** can  
shoot at each other's avatars, or virtual representations. All moves are  
made with...

37/3,K/4 (Item 4 from file: 16)  
DIALOG(R)File 16:Gale Group PROMT(R)  
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04477802 Supplier Number: 46573595 (USE FORMAT 7 FOR FULLTEXT)  
**Alternate Realities Corp., CWC Sign Agreement Valued at More Than \$10  
Million**  
News Release, pN/A  
July 26, 1996  
Language: English Record Type: Fulltext  
Document Type: Magazine/Journal; Trade  
Word Count: 413

(USE FORMAT 7 FOR FULLTEXT)  
TEXT:  
Deal covers widespread use of VisionDome **VR** theater RESEARCH TRIANGLE  
PARK, N.C., July 26, 1996 -- Alternate Realities Corp. has signed a...

...first portable 3D display environment that allows 10 or more people to  
experience fully immersive **VR** without goggles, **headsets** or glasses. CWC  
anticipates using the VisionDome in the wide range of industries the  
company...

...and leader in developing technology-enabled selling systems, currently  
serves more than 50 Fortune 500 **clients** that employ more than 150,000  
salespeople worldwide. Founded in 1983, CWC has headquarters in Mankato,  
Minn., and services its North American and international **clients** through  
its subsidiary offices around the world. For more information on CWC, see  
the company's **Web** site: <<http://www.cwcinc.com>>. Alternate Realities  
Corp. (ARC), founded in 1993, has its worldwide...

37/3,K/5 (Item 5 from file: 16)  
DIALOG(R)File 16:Gale Group PROMT(R)  
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04113940 Supplier Number: 46001281 (USE FORMAT 7 FOR FULLTEXT)  
**FORTE TECHNOLOGIES OPENS WORLD WIDE WEB SITE; VIRTUAL REALITY COMES TO THE  
WEB AT [www.fortevr.com](http://www.fortevr.com)**  
PR Newswire, p1211NYM024  
Dec 11, 1995  
Language: English Record Type: Fulltext

August 20, 2003

Document Type: Newswire; Trade  
Word Count: 526

... at selected retail outlets nationwide, including Incredible Universe, Tiger Software and CompUSA, enables PC computer users to experience true virtual reality with their favorite computer games and applications. Lightweight and comfortable...

...sound and touch, and includes Forte's CyberPuck(TM) hand-held controller for additional interactive VR control. These features distinguish the VFX1 HEADGEAR from a simple head-mounted display unit. It has been described by the news media and consumers as the premier virtual reality computer peripheral available, and Forte worked hard to make sure its web site lives up to that standard.

"We wanted to ensure our web page would satisfy...

37/3,K/6 (Item 6 from file: 16)  
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04077938 Supplier Number: 45938652 (USE FORMAT 7 FOR FULLTEXT)  
**DIVE LABS DEBUTS LOW COST VIRTUAL ENVIRONMENT SERVERS**  
PR Newswire, pl114SJTU005  
Nov 14, 1995  
Language: English Record Type: Fulltext  
Document Type: Newswire; Trade  
Word Count: 452

... reality client software development system for Digital Equipment Corporation's Alpha processor.

Amber is a virtual environment development system which currently supports OpenGL under Windows95, WindowsNT and IRIX, as well as the real-time server implementation. The client software supports head tracking head mounted displays, spatial audio, advanced graphics accelerators, reads both VRML (virtual reality modeling language) object files, and allows for the development of distributed virtual environments using a client server architecture over TCP/IP networks and the Internet.

According to Peter Rothman, President of DIVE Laboratories, "The Amber server represents the culmination of...

37/3,K/7 (Item 7 from file: 16)  
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04057597 Supplier Number: 45904246 (USE FORMAT 7 FOR FULLTEXT)  
**3-D : The Net's new dimension -- The technology's in place, prices are coming down and the Internet's the vehicle for virtual reality's next phase**  
Electronic Engineering Times, p6  
Nov 1, 1995  
Language: English Record Type: Fulltext  
Document Type: Magazine/Journal; Trade  
Word Count: 718

(USE FORMAT 7 FOR FULLTEXT)  
TEXT:

The future of multimedia is a 3-D interactive cyberspace where users can see, hear and touch computer simulations. The electronic subsystems to economically project three-dimensional...

...and touch arrived in 1995, just as the price of the essential head-mounted device ( HMD ) plummeted to under \$1,000, putting it within the range of the jackpot mass market. Fully immersive virtual-reality ( VR

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) software will begin arriving in 1996, but from an unexpected haven: the **Internet**. The surprise explosion of 3-D interactive **VR** experiences on the **Internet** may make it the test-bed for this next generation of multimedia. Both the **Internet**'s Gopher and World Wide **Web** services now host 3-D interactive sites, which are growing more rapidly than even CD-ROM and computer games. The advent of telemedia in 1996, marrying the **Web** to CD-ROM, steps up the pace. Current **VR** multimedia titles merely flatten 3-D scenes onto normal two-dimensional computer displays, la the...

...10 vendors had taken the wraps off affordable HMDs, a critical element for 3-D **VR**. One of the first to break the \$1,000 barrier was the i-glasses from Virtual i-O Inc. (Seattle), a 7-ounce **HMD** with stereo headphones and integral **head tracker** that sells for \$799. The i-glasses look like a pair of reflective sunglasses with...

...into the eye, thereby allowing the participant to see "through" as well as "into" the **VR**. An opaque flip-down visor filters out normal reality, shifting the i-glasses into the...

37/3,K/8 (Item 8 from file: 16)  
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03891410 Supplier Number: 45601397 (USE FORMAT 7 FOR FULLTEXT)  
**VR, cyberworlds merge at conference**  
Electronic Engineering Times, p40  
June 12, 1995  
Language: English Record Type: Fulltext  
Document Type: Magazine/Journal; Trade  
Word Count: 1625

... head tracking units and development software--all the pieces a developer needs to design end- **user** virtual reality. And a way to link all those new and easy-to-design-and-use **VR** systems over the **Internet** was introduced with the WebSpace browser from graphic-supercomputer maker Silicon Graphics In. (SGI, Mountain...

37/3,K/9 (Item 9 from file: 16)  
DIALOG(R)File 16:Gale Group PROMT(R)  
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02901404 Supplier Number: 43915654 (USE FORMAT 7 FOR FULLTEXT)  
**Navy, Marines outline C3I needs**  
Navy News & Undersea Technology, v10, n24, pN/A  
June 21, 1993  
Language: English Record Type: Fulltext  
Document Type: Newsletter; Trade  
Word Count: 448

... teleconferencing. However, he said that areas best suited for an industry and service alliances are: **user**-friendly software, antennae improvements, bandwidth exploitation above 20 megaHertz, imagery transmission and dissemination, satellite imagery for weather applications, autopoisoning Global Positioning System systems, **helmet**-mounted virtual-reality monitors for aircraft, and the establishment of a defense **simulation internet** to connect the services' **simulation** exercises.

"I want to maximize every program in the least amount of time," Tuttle told...

37/3,K/10 (Item 1 from file: 148)  
DIALOG(R)File 148:Gale Group Trade & Industry DB  
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09848232      SUPPLIER NUMBER: 19951870      (USE FORMAT 7 OR 9 FOR FULL TEXT)  
Virtually superior. (virtual reality in business) (includes related  
articles on VRML use and on interactive 3-D presentations) (Technology  
Information)  
Adhikari, Richard  
InformationWeek, n655, p91(3)  
Nov 3, 1997  
ISSN: 8750-6874      LANGUAGE: English      RECORD TYPE: Fulltext; Abstract  
WORD COUNT: 1509      LINE COUNT: 00117

... 2.0 standard.  
Completed in May, VRWorld is built around the metaphor of a spaceship.  
Users don a VR helmet and see themselves in a representation of the  
lab, called the Cyber Shop. From the virtual Cyber Shop, users go through  
a sliding door into various rooms of a spaceship. Each room has a honeycomb  
of Web pages. To access a Web page, the user fires a laser at it. En  
route to the rooms, users encounter robots, which they can also shoot at.  
If both VR workstations are being used at the same time, the users can  
shoot at each other's avatars, or virtual representations. All moves are  
made with...

37/3,K/11      (Item 2 from file: 148)  
DIALOG(R)File 148:Gale Group Trade & Industry DB  
(c)2003 The Gale Group. All rts. reserv.

09070999      SUPPLIER NUMBER: 18778246      (USE FORMAT 7 OR 9 FOR FULL TEXT)  
A strange and wonderful journey into VR. (SoftImage's Osmose subsystem)  
(Company Business and Marketing)  
Porter, Stephen  
Computer Graphics World, v19, n10, p59(2)  
Oct, 1996  
ISSN: 0271-4159      LANGUAGE: English      RECORD TYPE: Fulltext; Abstract  
WORD COUNT: 1628      LINE COUNT: 00127

...ABSTRACT: a transparent world. With a Division head-mounted display and  
Polhemus motion sensor technology, the user floats up with an in-breath,  
down with an out-breath and moves through the...

...being. Work began in 1993 and took six months to finalize the concept.  
Then the VR code took almost a year to write on SGI Indigo and Crimson  
computers. The final...

...allowing the immersant to drift through seemingly solid objects. Instead  
of changing worlds with traditional portals, Osmose transitions at a  
pixel level.

37/3,K/12      (Item 3 from file: 148)  
DIALOG(R)File 148:Gale Group Trade & Industry DB  
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08909115      SUPPLIER NUMBER: 18622854  
PROSPECTIVE VIRTUAL REALITY USERS SIT ON FENCE, WAIT TO SEE ON WHICH SIDE  
THE STANDARD WILL FALL.  
Computergram International, n986, pCGN08280016  
August 28, 1996  
ISSN: 0268-716X      LANGUAGE: English      RECORD TYPE: Fulltext  
WORD COUNT: 485      LINE COUNT: 00040

TEXT:  
Potential users are holding back on adopting virtual reality until  
standards are established, according to Jean Leston...

August 20, 2003

...Markets & Opportunities, from industry watcher Ovum Ltd, London. The Unix market will probably adopt the **VRML** 2.0 standard put forward by Silicon Graphics Inc but the de facto standard on the desktop will be Active **VRML** being developed by Microsoft Corp, which is not supporting **VRML** 2.0, said Katy Ring, co-author of the report. The wild card in this scenario is the Network Computer **Internet** access device which may become the key network interface and balance out these two competing...

...having to subject themselves to that danger and the need to test products from a **user**'s point of view without having to develop a physical prototype model. Networked virtual reality over the **Internet** is a long way off, although virtual reality features on **Web** sites will be a key factor in the virtual reality market to make comparatively dull **Web** sites more appealing to the surfer. This will particularly boost virtual reality in the sales and marketing sector, as three-dimensional **Web** sites get used for marketing purposes. At the moment, training is the key virtual reality...

...to see if a virtual reality interface is a viable option for its product database. "VR is not just about **headsets**," Ms Leston said. "**Headsets** do have their uses but that is a niche market that is going to get smaller all the time." It will still be used for applications where **users** need a total sense of presence in a **virtual environment**, but it is not suited to shared virtual experiences. "The market is moving towards non-immersive personal computer-based virtual reality." Non-immersive virtual reality is more suitable for shared **virtual environments** as more than one **user** can view a virtual scene on screen. This is particularly important for design team environments.

37/3,K/13 (Item 4 from file: 148)  
DIALOG(R)File 148:Gale Group Trade & Industry DB  
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08323507 SUPPLIER NUMBER: 17800498 (USE FORMAT 7 OR 9 FOR FULL TEXT)  
3-D: The Net's new dimension. (3-D technology) (includes related article on Japanese multimedia industry) (EE Times 1996 Multimedia Yearbook)  
(Technology Information)

Johnson, Colin R.

Electronic Engineering Times, n876, p6(5)

Nov, 1995

ISSN: 0192-1541

LANGUAGE: English

RECORD TYPE: Fulltext; Abstract

WORD COUNT: 2411 LINE COUNT: 00194

ABSTRACT: Advanced multimedia, represented by virtual reality (VR) software and hardware, will be defined by an **Internet**-based **cyberspace** where **users** will be able to touch, see and hear computer simulations. To that end, vendors throughout the country will release products in 1996 that will bring VR closer to the public. VR accessibility has increased because head-mounted devices (HMD), allowing **users** to see 3-D environments, are becoming affordable. Numerous companies, such as Virtual i-O...

...000. Fakespace and Virtual Technologies are two firms that are developing electronic gloves that allow **users** to touch VR objects that seem solid due to force feedback technology. Also, Vream and Superscape are marketing VR multimedia application development software. Gopher is the first 3-D interactive VR **Internet**-based service that gives **users** the opportunity to explore a 3-D environment.

TEXT:

The future of multimedia is a 3-D interactive **cyberspace** where **users** can see, hear and touch computer simulations. The electronic subsystems to economically project three-dimensional...

August 20, 2003

...and touch arrived in 1995, just as the price of the essential head-mounted device ( **HMD** ) plummeted to under \$1,000, putting it within the range of the jackpot mass market. Fully immersive virtual-reality ( **VR** ) software will begin arriving in 1996, but from an unexpected haven: the **Internet** . The surprise explosion of 3-D interactive **VR** experiences on the **Internet** may make it the test-bed for this next generation of multimedia. Both the **Internet** 's Gopher and World Wide **Web** services now host 3-D interactive sites, which are growing more rapidly than even CD-ROM and computer games. The advent of telemedia in 1996, marrying the **Web** to CD-ROM, steps up the pace. Current **VR** multimedia titles merely flatten 3-D scenes onto normal two-dimensional computer displays, la the...  
...10 vendors had taken the wraps off affordable HMDs, a critical element for 3-D **VR** . One of the first to break the \$1,000 barrier was the i-glasses from Virtual i-O Inc. (Seattle), a 7-ounce **HMD** with stereo headphones and integral **head tracker** that sells for \$799. The i-glasses look like a pair of reflective sunglasses with...

...into the eye, thereby allowing the participant to see "through" as well as "into" the **VR** . An opaque flip-down visor filters out normal reality, shifting the i-glasses into the...

37/3,K/14 (Item 5 from file: 148)  
DIALOG(R)File 148:Gale Group Trade & Industry DB  
(c)2003 The Gale Group. All rts. reserv.

08023501 SUPPLIER NUMBER: 17247610 (USE FORMAT 7 OR 9 FOR FULL TEXT)  
**VR, cyberworlds merge at conference. (VRWorld'95)**  
Johnson, R. Colin  
Electronic Engineering Times, n852, p40(1)  
June 12, 1995  
ISSN: 0192-1541 LANGUAGE: English RECORD TYPE: Fulltext; Abstract  
WORD COUNT: 1785 LINE COUNT: 00143

...ABSTRACT: necessary for delivering end-user VR. The offerings included electronic gloves and goggles, development software, **head tracking** units and a unique **Web** browser that connects **VR** systems over the **Internet** . The significance of the browser could radically increase with the proliferation of inexpensive **VR** systems made possible by the Virtual Reality Modeling Language ( **VRML** ). There were a number of **VRML** -based products introduced at the conference. The **VR** hardware products introduced demonstrated improvements in performance and cost-effectiveness. Head-mounted displays ( **HMD** ) were well represented with low-cost light weight version and various arcade-style systems in...

On display in San Jose was a virtual potpourri, from electronic gloves and goggles to **head tracking** units and development software-all the pieces a developer needs to design end-user virtual reality. And a way to link all those new and easy-to-design-and-use **VR** systems over the **Internet** was introduced with the WebSpace browser from graphic-supercomputer maker Silicon Graphics Inc. (SGI, Mountain...

37/3,K/15 (Item 6 from file: 148)  
DIALOG(R)File 148:Gale Group Trade & Industry DB  
(c)2003 The Gale Group. All rts. reserv.

07546131 SUPPLIER NUMBER: 16237140 (USE FORMAT 7 OR 9 FOR FULL TEXT)  
**Cyber-bard. (Sun Microsystems' Karaoke Shakespeare virtual reality system)**  
(Trends: VR) (PC Week Inside) (Brief Article)  
PC Week, v11, n36, pA3(1)  
Sept 12, 1994  
DOCUMENT TYPE: Brief Article ISSN: 0740-1604 LANGUAGE: ENGLISH  
RECORD TYPE: FULLTEXT  
WORD COUNT: 141 LINE COUNT: 00010

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TEXT:

...shoot-'em-up demo. Instead, he took the high (brow) road with "Karaoke Shakespeare," a VR system that plops the user into the balcony scene from "Romeo and Juliet" -- and on the stage of the Globe...

...McRae is busy enough with a new consulting business introducing corporations to opportunities on the Internet. Besides, how turned on could Juliet get gazing into the eyes of a VR helmet?

37/3,K/16 (Item 7 from file: 148)  
DIALOG(R)File 148:Gale Group Trade & Industry DB  
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05933615 SUPPLIER NUMBER: 12848637  
Virtual reality could revolutionize business, or be '90s LSD. (From the Ether) (Column)  
Metcalf, Robert M.  
InfoWorld, v14, n40, p51(1)  
Oct 5, 1992  
DOCUMENT TYPE: Column ISSN: 0199-6649 LANGUAGE: ENGLISH  
RECORD TYPE: ABSTRACT

ABSTRACT: Virtual reality (VR) is a man-machine symbiosis in which computer-generated reality senses the user's movements and changes accordingly. Future VR applications might include VR teleconferencing, in which participants attend meetings without leaving their homes. Users would put on a VR helmet and use the 6-DOF tracking ball to meet other participants in cyberspace. The user would be presented with an image of a conference room; moving the head would be...

...they were in the same room as well as view slides, videos, animations and recordings. Users will be able to establish their own parameters for their personal appearance and sound. VR will save travel costs and may also decrease racism and sexism in business.

37/3,K/17 (Item 8 from file: 148)  
DIALOG(R)File 148:Gale Group Trade & Industry DB  
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04040690 SUPPLIER NUMBER: 07453102  
Virtual reality system readied. (Autodesk's Cyberspace; includes related article on other 3D display systems)  
Ponting, Bob  
InfoWorld, v11, n30, p17(2)  
July 24, 1989  
ISSN: 0199-6649 LANGUAGE: ENGLISH RECORD TYPE: ABSTRACT

ABSTRACT: Autodesk's Cyberspace three dimensional graphics system allows users to move around in color models created by AutoCAD software using stereoscopic goggles and data gloves. The system is being developed for 386 microcomputers as a visualization...

...the-shelf components including a 20MHz 80386 with two Matrox graphics processors and a VPL headset utilizing wide-angle optics and two-color LCD displays. A device developed by McDonnell Douglas called an Isotrack is mounted on the headset and sends its position and orientation to the computer. No price or release date is...

37/3,K/18 (Item 1 from file: 636)  
DIALOG(R)File 636:Gale Group Newsletter DB(TM)  
(c) 2003 The Gale Group. All rts. reserv.

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02923768      Supplier Number: 45947293 (USE FORMAT 7 FOR FULLTEXT)  
**DIVE LABS: Dive Labs debuts low cost virtual environment servers**  
M2 Presswire, pN/A  
Nov 20, 1995  
Language: English      Record Type: Fulltext  
Document Type: Newswire; Trade  
Word Count: 468

... reality client software development system for Digital Equipment Corporation's Alpha processor.

Amber is a **virtual environment** development system which currently supports OpenGL under Windows95, WindowsNT and IRIX, as well as the real-time server implementation. The client software supports **head tracking** head mounted displays, spatial audio, advanced graphics accelerators, reads both **VRML** (virtual reality modeling language) object files, and allows for the development of distributed **virtual environments** using a **client server** architecture over TCP/IP networks and the **Internet**.

According to Peter Rothman, President of DIVE Laboratories: "The Amber server represents the culmination of..."

37/3,K/19      (Item 2 from file: 636)  
DIALOG(R)File 636:Gale Group Newsletter DB(TM)  
(c) 2003 The Gale Group. All rts. reserv.

02833309      Supplier Number: 45744775 (USE FORMAT 7 FOR FULLTEXT)  
**An Internet Of 3-D & Virtual Reality**  
Sarah Stambler's Marketing with Technology News, v4, n12, pN/A  
August 25, 1995  
Language: English      Record Type: Fulltext  
Document Type: Newsletter; Trade  
Word Count: 408

... be bundled with Dive's Amber GL virtual world development environment.

Rothman says a multi- **user** , shared environment is just around the corner. Here **users** will meet on the same **Web** server and be able to communicate with one another. The integration of voice is under...

...a feature. As the software is enhanced, he said glove interfaces and other 3-D/ **VR** formats will be supported. There are still a few drawbacks to a full 3-D or **VR Internet** .. Rothman says there is a need to build better 3-D tools. "Right now, a..."

...to-use tools. The process is slow and cumbersome." Another drawback is the cost of **headsets** or 3-D glasses. The Amber Browser supports Virtual I/O's "i-glasses" which...

...700 to \$800. A third concern is whether the industry really finds 3-D or **VR** to be an important and cost -worthy **Internet** element.

The Amber Browser is being previewed at the Microsoft and Fujitsu booths as part...

37/3,K/20      (Item 3 from file: 636)  
DIALOG(R)File 636:Gale Group Newsletter DB(TM)  
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02073941      Supplier Number: 43810076 (USE FORMAT 7 FOR FULLTEXT)  
**Demonstration of Recent Developments in HDTV, Virtual Reality and Robotics at Electro/93**  
Electronic Materials Technology News, v7, n6, pN/A  
May, 1993  
Language: English      Record Type: Fulltext  
Document Type: Newsletter; Trade



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Word Count: 504

... gloves in a world at once, and use of the glove for gesture recognition.

Electro **Cyberspace** also featured a demonstration of real-time motion tracking using the Polhemus, Inc., Fastrak system...

...Virtus Corp.'s WalkThrough, an inexpensive 3D drawing and visualization program for Windows that allows **users** to create and move around in **virtual environments** in real-time using a desktop computer. Other products on display included a new high-performance **head mounted display** system and new color display technology from n-Vision, Inc. In addition, StereoGraphics presented CrystalEyes...

...and infrared emitter that delivers a flickerless, high-resolution full-color 3D image, and CrystalEyes **VR**, a high-resolution, inexpensive **stereoscopic** virtual reality system.

Buchanan Introduces New High Density Sectional Terminal Blocks  
A new line of...

37/3,K/21 (Item 1 from file: 88)  
DIALOG(R)File 88:Gale Group Business A.R.T.S.  
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05390184 SUPPLIER NUMBER: 61907826  
**THE SOFTWARE BOOKSHELF.**  
Military History, 17, 2, 72  
June, 2000  
ISSN: 0889-7328 LANGUAGE: English RECORD TYPE: Fulltext  
WORD COUNT: 647 LINE COUNT: 00056

... powerful mission editor that can be used to configure recent true-to-life battles.

The **simulation** also allows **users** to participate, in battles with up to 32 simultaneous **users** over NovaWorld, Nova-Logic's free on-line gaming service. The software even supports real-time, real-voice communications over the **Internet** so that virtual commanders can issue orders and coordinate attacks using **headsets**.

With the sharp report of its M256 120mm Rheinmetall cannon and the resulting explosion of...

37/3,K/22 (Item 2 from file: 88)  
DIALOG(R)File 88:Gale Group Business A.R.T.S.  
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02448739 SUPPLIER NUMBER: 09105969  
**Outlaws, musicians, lovers, and spies: the future of control. (information communication and computers)**  
Brand, Stewart  
Whole Earth Review, n67, p130(6)  
Summer, 1990  
ISSN: 0749-5056 LANGUAGE: English RECORD TYPE: Fulltext  
WORD COUNT: 3941 LINE COUNT: 00322

TEXT:

...I noticed that the AT&T people referred to their customers as "consumers" or "end- **users** ." It seemed an odd way to think about information, so I mentioned that at the...

...satellite dishes, 976 numbers, e-mail, video cassettes, radio scanners, computer games, breath driven keyboards, **cyberspace** tools, or the MIDI interface that makes any computer a sophisticated musical instrument. Watch where...music was exploring and quietly followed. A similar strategy is evident in the coming of **cyberspace** - headmounted display units giving

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the **user** active immersion in computerized virtual reality." For years the military has been experimenting with multi-million-dollar **helmet** displays for fighter pilots. Mike McGreevy at NASA didn't have that kind of budget, so he looked for a low road, making a **cyberspace** rig out of off-the-shelf components, including some from Radio Shack. He widely publicized...

...electronics firms to crowd his door, which they did. As a result, the first commercial **cyberspace** toolkits and games will be available to the general public by next year, instead of...

...Nintendo/Mattel and Autodesk. Amateurs will craft new worlds which will demand ever more capable **cyberspace** tools. We are entering a decade of designer realities. In the electronic information economy, hierarchies...

...the system flourishes. This kind of understanding has had a major boost from recent computer- **simulation** capabilities which gave rise to the study of chaos and "the sciences of complexity." At...

37/3,K/23 (Item 3 from file: 88)  
DIALOG(R)File 88:Gale Group Business A.R.T.S.  
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02447219 SUPPLIER NUMBER: 08486322  
SIGGRAPH '89 - tomorrow's PC today. (ACM's Special Interest Group on  
Computer Graphics) (Personal Computing)  
Press, Larry  
Communications of the ACM, v33, n3, p274(6)  
March, 1990  
ISSN: 0001-0782 LANGUAGE: English RECORD TYPE: Fulltext; Abstract  
WORD COUNT: 2599 LINE COUNT: 00269

... and picture books to control a computer..  
Attendees had a chance to interact with a **virtual environment** at the Autodesk booth. Autodesk's primary product is the Autocad CAD program, and they are interested in eventually allowing **users** to "move" through three-dimensional Autocad drawings. They demonstrated a prototype "**Cyberspace**" system in which you wear a sensor-equipped Data Glove from VPL Research and a **head-mounted display** which shows a **stereoscopic** image on LCD panels. These devices were connected to a 386- ...a simulated wireframe racquetball game. The people at Autodesk said they would be selling a **Cyberspace** system in about a year, but I will be surprised if they do.

Work with...

37/3,K/24 (Item 1 from file: 47)  
DIALOG(R)File 47:Gale Group Magazine DB(TM)  
(c) 2003 The Gale group. All rts. reserv.

04142076 SUPPLIER NUMBER: 15842370 (USE FORMAT 7 OR 9 FOR FULL TEXT)  
**Soft machines, hard battles. (various artists, Tramway, Glasgow, Scotland)**  
Kane, Pat  
New Statesman & Society, v7, n318, p31(2)  
Sept 2, 1994  
ISSN: 0954-2361 LANGUAGE: ENGLISH RECORD TYPE: FULLTEXT; ABSTRACT  
WORD COUNT: 1308 LINE COUNT: 00101

TEXT:

...US magazines without seeming like the laziest kind of techno trend-jumpers? "On-Line" sections, "**Cyberspace**" columns and "**Internet**" TV shows abound. They all circle claustrophobically around their limited concerns: **men**, their hardware, their software and their head-wear (those infernal **VR helmets** ).

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37/3,K/25 (Item 1 from file: 275)  
DIALOG(R)File 275:Gale Group Computer DB(TM)  
(c) 2003 The Gale Group. All rts. reserv.

01728795 SUPPLIER NUMBER: 16293617 (USE FORMAT 7 OR 9 FOR FULL TEXT)  
**The edge. (online information services, virtual reality weddings)**  
Computer Life, v1, n2, p52(5)  
Nov, 1994  
ISSN: 1076-9862 LANGUAGE: ENGLISH RECORD TYPE: FULLTEXT; ABSTRACT  
WORD COUNT: 1017 LINE COUNT: 00075

... few traditional words from the minister, they climbed onto their  
respective platforms and donned matching **VR headsets** . The **man** of the  
cloth, Rev. Schmal, also put on a **headset** . Inside **cyberspace** he led the  
bride and groom into matrimony. Between them the giant video screen  
displayed...

...video monitors let guests view the Atlantis scenes that Monika and Hugh  
saw in their **headsets** . At least I think that's what they saw.

For some technological reason, throughout the...

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41/3,K/1 (Item 1 from file: 16)  
DIALOG(R)File 16:Gale Group PROMT(R)  
(c) 2003 The Gale Group. All rts. reserv.

03254867 Supplier Number: 44477588  
CAD/CAM for gas-assist injection and blow molding  
Modern Plastics, p33  
March, 1994  
Language: English Record Type: Abstract  
Document Type: Magazine/Journal; Trade

ABSTRACT:

Germany: The Inst for Plastics Processing (Aachen) has developed computer simulation programs for gas-assist injection and blow molding. MEGIT 1.0 is a module for...

...CAD-MOULD-3D family of programs. MEGIT 1.0 requires input of a finite-element net of the final part, the material properties, and some process parameters. The simulation can then be manipulated to add or move injection and gas ports. The program then provides data on the type of mold and...

...depending on the hardware to run the program and the software already installed on a user's computer.

The ABAQUS program is now being modified to provide 3D simulation of extrusion...

41/3,K/2 (Item 1 from file: 148)  
DIALOG(R)File 148:Gale Group Trade & Industry DB  
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08746865 SUPPLIER NUMBER: 18402967  
Toning down the roar. (Netscape Communications' Navigator 3.0 Web browser, Attachmate's Emissary Host Publishing System Web authoring software and Performance Technology's Instant Internet 3.1 database access software) (Intranet Magazine supplement) (Product Announcement)

Watt, Peggy  
Network World, v13, n24, pS24(2)  
June 10, 1996

DOCUMENT TYPE: Product Announcement ISSN: 0887-7661 LANGUAGE:  
English RECORD TYPE: Abstract

ABSTRACT: Microsoft is among a group of vendors to recently introduce Web server software. The company began shipping its Internet Information Server in its BackOffice 2.0 software. In the browser market, Netscape Communications is set to release its Navigator 3.0 browser. The new browser features client authentication, whiteboard and Internet phone technology, support for Secure Socket Layer 3.0, live caching and 3-D representations for VRML. In the Web authoring and development software arena, Attachmate will launch its Emissary Host Publishing System, which allows developers to use OLE and ActiveX controls. The software provides users with access to relational and nonrelational host data through the client browser's common interface. Performance Technology's Instant Internet 3.1 security software is among an array of new products that extend security to the intranet. In particular, Instant Internet addresses the common intranet problem of illegal IP addresses.

41/3,K/3 (Item 1 from file: 88)  
DIALOG(R)File 88:Gale Group Business A.R.T.S.  
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04061174 SUPPLIER NUMBER: 18791189  
VRML browsers. (11 browsers reviewed) (one of six evaluations of Virtual

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**Reality Modeling Language builders and browsers in "The Web Goes 3-D")  
(Software Review) (Evaluation)**

Schweber, Linda Von; Schweber, Erick Von  
PC Magazine, v15, n19, p256(5)  
Nov 5, 1996

DOCUMENT TYPE: Evaluation ISSN: 0888-8507 LANGUAGE: English  
RECORD TYPE: Fulltext; Abstract  
WORD COUNT: 2091 LINE COUNT: 00170

...ABSTRACT: in favor of its own simplified model. Intervista's WorldView, also available as a VRML **ActiveX Control** for Microsoft **Internet Explorer**, has incomplete support for lighting and is especially dark and coarse under **Internet Explorer**.

**41/3,K/4 (Item 1 from file: 275)**

DIALOG(R)File 275:Gale Group Computer DB(TM)  
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01961983 SUPPLIER NUMBER: 18510630 (USE FORMAT 7 OR 9 FOR FULL TEXT)  
3D and VRML.. (Virtual Reality Modeling Language) (includes related articles on VRML 2.0, and on tips for implementing VRML) (Web Development) (Internet/Web/Online Service Information) (Cover Story)

Levine, Daniel  
Windows Sources, v4, n8, p169(3)  
August, 1996

DOCUMENT TYPE: Cover Story ISSN: 1065-9641 LANGUAGE: English  
RECORD TYPE: Fulltext; Abstract  
WORD COUNT: 2255 LINE COUNT: 00186

...ABSTRACT: special viewer parses VRML into 3D graphics and provides controls for moving in 3D spaces. **Internet Explorer 3.0** and **Netscape 3.0** both feature built-in support for **VRML**. Most virtual reality files are written to the **VRML 1.0** specification published by the **VRML Architecture Group (VAG)**. **VRML 1.0's** six functions, or nodes, for describing 3D scenes are material nodes, shape...

...nodes, camera nodes, group nodes and lighting nodes. GNU's GZIP universal compression format for **VRML** compresses the large **VRML** files, but even when compressed the files can be several megabytes in size. Two special nodes in **VRML** help alleviate the problem: **WWWInline** node allows **users** to start navigating part of a scene while the rest of it is being fetched by the viewer, and **LOD**, or Level of Detail, lets **users** increase the detail of an object as they get nearer to it.

**41/3,K/5 (Item 2 from file: 275)**

DIALOG(R)File 275:Gale Group Computer DB(TM)  
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01960380 SUPPLIER NUMBER: 18508732 (USE FORMAT 7 OR 9 FOR FULL TEXT)  
For powerful **Internet development tools**, check out **Visual C++ 4.1**.  
(Software Review) (Evaluation)

Nicolaisen, Nancy  
Computer Shopper, v16, n8, p592(3)  
August, 1996

DOCUMENT TYPE: Evaluation ISSN: 0886-0556 LANGUAGE: English  
RECORD TYPE: Fulltext; Abstract  
WORD COUNT: 2061 LINE COUNT: 00176

ABSTRACT: Microsoft's **Visual C++ 4.1** development environment offers powerful tools for targeting the **Internet**. The package offers an application framework that handles many arcane aspects of building **HTTP** servers and eliminates drudgery. It has several **Internet server** application API (**ISAPI**) classes, including **CHttpServer**, an efficient

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implementation of server technology based on dynamic link libraries (DLL). Writing an **Internet** server application (ISA) involves a high level of sophistication due partly to the complexity of...

...CHttpFilter class. ISAPI filter classes let developers create special-purpose servers for encryption, auditing and **user** validation. Visual C++ 4.1 incorporates the TGS Open Inventor technology for VRML support. Its OLE custom **controls** are now called **ActiveX controls**.